EDITORIAL
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Soto et al. present a Parallel Nash Genetic Algorithm for the 3D Orthogonal Knapsack Problem. The Three-Dimensional Knapsack Packing Problem consists of finding the maximum profit for packing a subset of boxes in a larger box (packing box). The boxes to pack are rectangular but of different sizes. This article shows a parallel genetic algorithm based on the Island Model and the Nash equilibrium theory for solving the 3D Knapsack Packing Problem assuming both, orthogonally packing and rotation prevention. Computational experiments comparing the developed algorithm with previous approach indicate that the results are very hopeful for three-dimensional problem.

Carreño et al. show an application for measurement and analysis of the behavior of students during a course using the UWE (UML-Based Web Engineering) methodology. The paper describes the development of a web application that allows the teacher to keep track of the activities within the classroom, in an efficient, easy, convenient, anywhere Internet access is presented. This application concentrates in one place the information regarding the academic performance of students by providing access to reliable and timely information to the decision maker.

Vazquez et al. talk about an algorithm of artificial vision for the robot Golem - II + with which to analyze the environment the robot, for the detection of planes and objects in the scene through point clouds, which were captured with kinect device, possible objects and quantity, distance and other characteristics.

Suarez et al. reports the mobile application call E-Community, an application of a social nature with the objective that the civilian population in the city of La Paz, Baja California Sur, Mexico, have an alternative to report incidents that deal with services public. Generally, citizens reported by telephone different types of incidents such as traffic accidents, water leaks, lighting shabby, fire, garbage collection, however sometimes the phone is not attended for various reasons so regularly only remains in the record attempt. E-community is a mobile application that aims to make ads via a click, registering the report in a database making use of Geographical Positioning System (GPS) and a smartphone with the option to write a message describing details of the this information, this message is routed through the operations center to the appropriate authority depending on incident.

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